



Pachyderm 2.1 User Manual

Revision 2.1.4 DRAFT

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Table of Contents

Table of Contents.....	3
What is Pachyderm	4
Pachyderm 2.1 — What's New.....	5
Getting Started	6
Logging In	6
Managing Your Account	6
Media Management	7
Uploading New Media to the Server.....	7
Importing Media Into a Presentation	7
Media Metadata	8
Searching for Media	9
Authoring in Pachyderm.....	10
The Authoring Environment.....	10
Starting a New Presentation.....	11
The "Edit Presentation" Screen	13
Adding Additional Screens to a Presentation	13
Publishing	14
The Pachyderm Templates.....	15
Aspects Template	16
Enlargement Template.....	19
Exploration Entry Template	20
Layers Template	23
Media Focus Template.....	24
Phone Dial Template	25
Series Template	27
Slider Template.....	29
Zoom Template	30
Template Properties	32
Suggested Uses for Templates	33
Introductory Material or Overviews	33
Images.....	33
Multiple Images, Minimal Text.....	34
Explanatory Material with Extensive Text	34
Audio and Video.....	34
Quick Reference for Linking.....	35
Presentation Management	36
About Published Presentations	37
Navigating Pachyderm	38
Creating a .Zip Archive.....	38
Putting Presentations on a Website.....	38
Accessibility Compliance	39

What is Pachyderm

Pachyderm is a visually-oriented, template based program which allows one to present images and other media (audio or video files) and text together in a number of inter-linked, inter-related ways. The building blocks of Pachyderm are the templates. In Pachyderm, relationships of texts to images, or images to images, and their subsequent meaning, are determined not only by content but also by spatial relationships and where they exist relative to each other in viewing.

A Pachyderm presentation is like a plant, with twigs, layers, and leaves extending from a single trunk. But, like a plant, a Pachyderm presentation must be carefully controlled and pruned for greatest beauty and strength. It is easy and intuitive to put information into a template, and fun to play around with different templates to see what arrangement has the most visual impact, but unchecked growth can lead to tangled branches (and confused viewers). While most Pachyderm authors will be able to work with the program easily without a detailed set of instructions, a guide to the program and its capabilities will help authors focus their material and time more effectively.

Some users may find that browsing is a better way to learn from this manual than reading straight through. This will depend significantly upon the extent and goals of Pachyderm usage by a particular user, as well as a user's past experience with non-print media and software programs.

The ► indicates a tip or helpful point that might otherwise take trial and error to find out, or be easily overlooked.

Sentences in **bold type** are key points or program limitations that should be kept in mind during the authoring process.

Pachyderm 2.1 — What's New

Pachyderm 2.1 has implemented dozens of new features and behaviors intended to enhance your use of the product. So that experienced users can quickly identify these changes, below is an overview of some these new features and functions. Detailed descriptions appear in the appropriate section of this Manual.

Templates are now more consistent, making selection easier and providing more flexibility for Pachyderm authors. All templates now support the following:

- Standard Media Slots
- Embedded Flash Video (FLV) Support (a guide to converting media to Flash video is included)
- HTML Support in Text Fields
- Background Image Support
- Tiles and sub-titles are available on all templates

A Home Button in the border navigation has been added that will return users to the first screen of the presentation, regardless of their current location. Distinctive Icons for different types of links will help users better understand the types of material and locations to which these links will take them.

Templates have some new behaviors, including:

- All images can contain and display both credits and caption information
- Auto-resizing of images and text areas on designated screens
- Videos in all templates can be started and stopped by clicking in the video frame
- Phone Dial circles are more flexible
- Sliders can be clicked to change the content focus
- Exploratory Entry can display thumbnail images as well as text for links
- Series functionality has been expanded
- **Scrolling** is included with text field functionality.

Accessibility Compliance has been enhanced to support 508 compliance for published presentations. Buttons have been added for all templates and provide functionality for *Information, Audio, Contrast, Font Size, and Help*. In addition,

- Support for Flash Video (FLV) with closed captions has been built in to the media player.
- Transcripts can now be uploaded for audio or video.
- Accessibility Metadata can now be entered or uploaded for each media asset.
- Screen Reader and keyboard navigation Support has been added to standard templates.

Published Presentations can be customized more easily, and without the use of the Flash authoring environment or Flash skills. Those who have Flash authoring skills will find that deeper customization and authoring of templates is improved.

Also new to 2.1 is an integrated **Media Player Component** that all templates use.

Getting Started

All that is required to begin authoring is an account on a Pachyderm server. Record your information here:

Server URL:

Login:

Record your password in a safe place.

Logging In

The initial screen requires the user to enter user name and password previously assigned. Upon logging in, the user is taken to the Home Screen and given a choice of areas to go to: "Your Media," "Your Presentations," "Edit Your Account," or "Log Out." "Your Media" allows the user to upload, edit, or otherwise manage audio or visual media files that are to be used in presentations. "Your Presentations" allows the user to create a new presentation or to select an already existing presentation and make edits to it.

Managing Your Account

Pachyderm users can manage basic information about their account. First and last names, passwords, and e-mails can be changed with confirmation. Users can easily move from working on a presentation to account management and then return. Account information is accessed by clicking the "Edit Your Account" link on the Home screen in the authoring system.

Media Management

Uploading New Media to the Server

Pachyderm can handle media in a variety of types. Media are uploaded to and stored on the Pachyderm server and then imported to an individual presentation. Acceptable file types are images or pictures (JPG, PNG, GIF), audio (MP3), video (FLV and MOV).and Flash Interactives (SWF). There are limits on file sizes, and some files may need to be edited prior to uploading in order to work successfully.

Media File Information

For *images*, the size of the zoom template is 2560 x 2548 pixels; it is recommended that any uploaded images function at this size. For the zoom template in particular, images that are smaller than the specified size will not fill the template. Pachyderm will resize images for thumbnails and in other places where the image appears, so it is beneficial to have images uploaded at the largest size to preserve image quality.

For *Flash and video files*, standard dimensions should be 320 x 240 pixels for most templates. 300 x 400 pixels for Enlargement and Media Focus templates.

Audio and video files should be small enough for all likely users to download easily (i.e. no more than a few megabytes).

PDF files are not uploadable directly into a Pachyderm template. However, template slots which can take an URL can be used to link to a web directory where the PDF file resides. When this is done, Pachyderm will display a document icon link.

Users can upload single media files or batches of files. Batches of files can be combined as a single .zip file or uploaded as a manually selected group. **Media upload, especially of multiple or .zip files, can take a very long time (up to several minutes).** Please be patient while media is uploading.

The media upload screen, with choices of single or multiple files, is accessed from the Home page by selecting "Your Media." Media can also be uploaded by selecting the "Media" tab beside either the "Presentations" screen or the "Edit" screen.

By default, media is marked "Private," which makes it available only to the person who uploaded it.

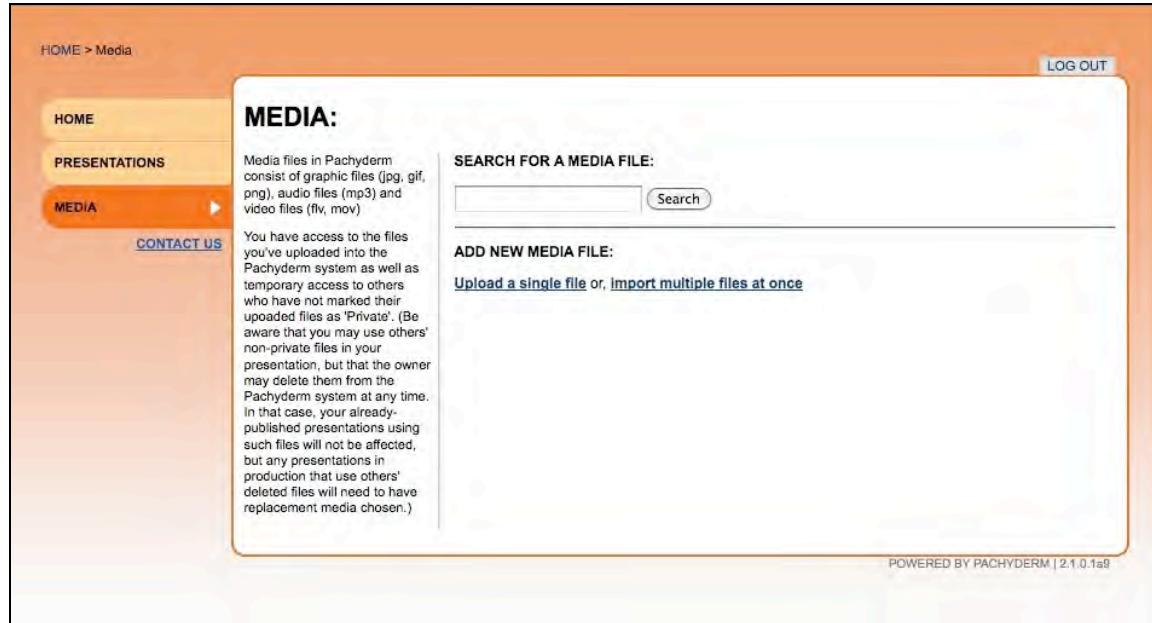
- It is more efficient to make sure all, or at least most, of the media needed for a presentation are uploaded prior to authoring the presentation than to upload during the authoring process.

Importing Media Into a Presentation

Uploading new media from a home computer or other source to the Pachyderm database does not automatically import media into a presentation. Media can be imported into a presentation from existing media already in the Pachyderm database; media can also be uploaded to the database in the process of creating a presentation.

When working within a particular template, clicking on the "Browse" button located in the authoring window (see discussion of Authoring in Pachyderm) at a spot where media can be added takes the author to a "Find Media" Screen. "Find Media" has options to add new media

directly from the "Find Media" screen or to select the "Media" tab alongside the "Find Media" screen. **Selecting the "Media" tab will take the user out of the authoring mode and requires re-entering "Presentations" and then re-selecting the screen to edit.** Adding new media from the "Find Media" screen returns the author to the template screen when the media and its information have been successfully imported.



The Search and Add Media Screen

Media Metadata

When uploading media, whether a single file, multiple files, or a .zip file containing numerous individual files, the user is asked to enter basic information about the media. This should not be about the file type (e.g. JPG or MP3) but about the file content. **Institutions will have their own criteria for entering information into these fields.** These fields represent the full Dublin Core metadata element set (see <http://dublincore.org/documents/dces/>). A subset of these fields and their possible uses is listed below. All are optional except *Title*. The primary purpose of these fields is to assist in managing and locating media assets within Pachyderm. None of this metadata except for the Media Label field is displayed within a published presentation.

Title: The name or title of the item ("The Birth of Venus"; "Red-Tailed Hawk"; "Protein Molecule").

Description: A brief abstract or content description of what the item is.

Rights: Who owns the copyright to works not in the public domain.

Keywords: Your own keywords describing the topic of the resource, such as the type of media (photograph, painting, concerto), any associated subjects (geography, Keynesian economics, Impressionism), significant dates, or other important identifying information that will be useful in searching for the particular media object.

Publisher: The creator, publisher, or manufacturer of the work.

Contributor: Name(s) of significant contributor(s) other than the creator, if any.

Coverage: Spatial and/or temporal characteristics of the resource; for example, if the item is a photograph of part of a building, this field could describe the part covered by the photograph. Similarly, if the item is a song fragment or clip from a longer video, this field might describe what part of the song or video is included.

Relation: Relationship to other resources, in case someone wishes to search for other items related to this one.

Source: Unique string or number for a printed or digital work from which this resource is derived; could be a URL or ISBN number, if applicable.

Media Label "Tombstone": A label that will be displayed with the media item. The Media Label can be used for providing information about the media itself such as credit and copyright.

- ▶ All of the templates also offer a place for a caption about an image to be entered while authoring. **2.1** Captions are displayed independently of the Media Label

The more data that are filled in, the more efficient a search can be when authoring your presentation later on.

- ▶ There are non-programmatic issues related to this data that need to be determined by authors and institutions. As a program, Pachyderm will accept whatever information is entered by the author. The author and/or the institution will need to make decisions about nomenclature and media type on their own. Among the key questions to be decided will be those related to any representational content and to the original item represented by the content. Among these might be issues such as if a photograph of a painting should have the keyword "photograph," "painting," or both, if the photographer of the painting should be credited, if the location of the photograph (University Archives) and the location of the painting (the Louvre) need to both be identified, and so on. In the absence of other guidelines for entering data, the presentation author will be best served by thinking about the way in which the media file will be used, the context in which it will appear, and his or her own search strategies and patterns.
- ▶ It is a good practice to add your name to each media item you upload to help you later locate your media. Pachyderm currently does not provide another function for locating your own media. Consider using the contributor or keyword field for this information. You may also consider adding the project name to help you locate media uploaded for use within a specific presentation.

Searching for Media

To import media into a presentation, the author must first search the media database. To find media that have already been uploaded into Pachyderm, the author enters and submits search terms. Search fields include those fields with data entered when media are initially uploaded. Leave the search field blank if you would like to "browse" all of the available media. To search for a particular media type, enter the extension of that media type into the search box. For example to find all Flash videos, enter .flv, to find all audio files, .mp3.

If uploading the media directly from a home computer or some source other than the Pachyderm database, the author should select "Add New Media" from the "Find Media" screen and browse the source of the new media. The media will then be imported directly into the presentation as well as uploaded to the server for later use.

Authoring in Pachyderm

The Authoring Environment

Pachyderm is essentially a pattern kit that provides multiple pre-designed screens called templates. Each template is designed for a different purpose, although some templates overlap with others. The same template can be used multiple times in one presentation. It is not necessary to use all or even most of the templates. The process of creating a presentation screen is more or less the same for each template: entering text (including hyperlinks) as directed, and importing images or other media files to the indicated locations. The challenging—and exciting—part of Pachyderm is not mastering techniques for building a screen from a template but rather learning how to compose the overall presentation.

Pachyderm is not a WYSIWYG program ("What you see is what you get"); the template screens used in authoring are essentially layout diagrams that help the user place text and other media in the appropriate place. While they look significantly more like the finished product than a blueprint looks like a finished building, they are a schematic that is not as visually appealing as the actual presentation will be.

The steps to authoring a presentation in Pachyderm are straightforward, but authoring will go most smoothly if certain preliminary work is done. Preparing the presentation ahead of time by assembling all materials and outlining each template needed is crucial. Because Pachyderm consists of interlinked templates whose relations to each other are determined by the author, the author needs a clear understanding of what each template will add to the presentation and how it will be related to the other templates.

For each screen, the author will need to think about how it is connected to the other screens (first in a series, last in a series, reached from many points or just one). The more screens that are likely to link to it, the higher the priority for having it as a finished screen.

Authors will need to think about how the structure of the presentation—which screens connect to which—affects the arrangement of content. Mapping links from one template screen to another in advance or working backwards from most specific to most general will be the most efficient procedure for most authors. The opening page of the presentation may be the last one to be authored. Building Pachyderm templates will go most quickly when it is a matter of plugging in already created text and files to the appropriate places.

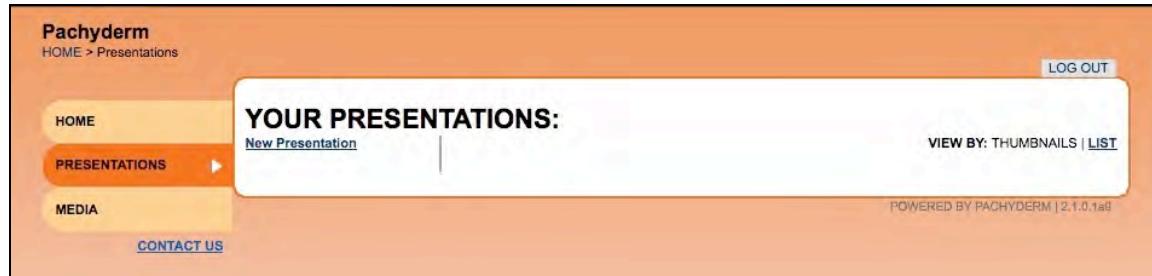
With the Template Workbook, authors can print template views of each screen and fill in by hand what information goes where before beginning to author a presentation.

- ▶ A copy of the template workbook is available in PDF form at the Pachyforge website (www.pachyforge.org) in the Authors section.

When working on a presentation, Pachyderm leaves a trail of "breadcrumbs" at the upper left of the screen, above the work area, showing the different steps taken from the Home Screen. Clicking on any of the crumbs returns the author to that window to perform work.

Starting a New Presentation

Authoring in Pachyderm begins by selecting "Your Presentations" from the Pachyderm Home Screen, and then choosing "New Presentation." If this is the first time the author has logged in to Pachyderm, there will be no presentations displayed.



The Presentations Screen, the first time a user logs in

- If presentations already exist, the option to select one of them will also appear. The existing presentations will be displayed in either list or thumbnail view, with the option to change from one to the other. Information displayed in either view includes the presentation title, the modified date, the number of screens in the presentation, and the options to Edit or Delete the presentation. When the presentation has been published, there is also a View option.

A presentation name and brief description are the first things to add. The name should be memorable.

The next step is to select one of the available templates as the default starting screen for the presentation. While this screen will be called "Home," any other screen can be selected as the "Home Screen" at any time while authoring. If the presentation has been prepared thoroughly in advance by laying out template files, the actual Home Screen might be the logical place to start. On the other hand, a user who is working from the bottom up might begin by authoring a screen that is last in a series of screens and changing another template (one which serves to link the others together) to Home as soon as it is built.

- The Home Screen for the Pachyderm program is not the same as the Home Screen for a presentation. The difference is very clear when authoring.

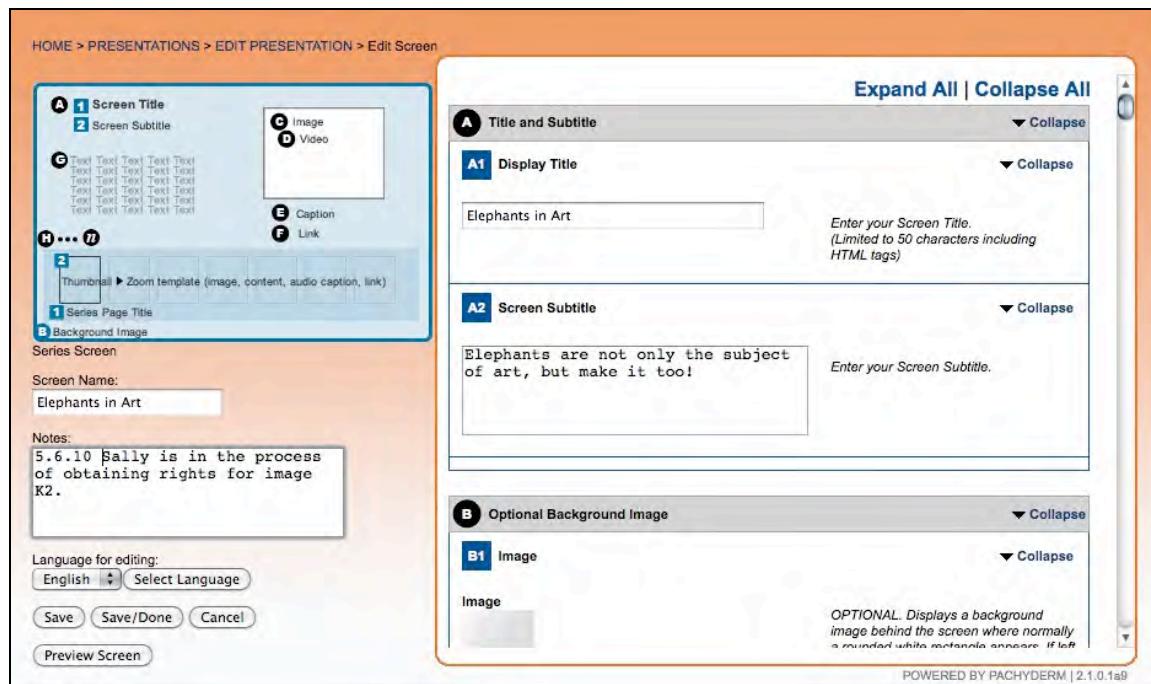
After a screen is selected, a new window opens to begin authoring. On the left-hand side of the display there is a graphic representation, or screen-shot, of the selected screen with letters (A, B, C, etc.) indicating where information and media will show on the presentation screen. It is a schematic only, not an exact representation of the finished presentation screen. The screen-shot is a static map of the template and will not change as material is added. Below the screen-shot is a field for the screen name and a field for notes. Neither will be a visible part of the presentation when viewed. The screen name functions as a file name; it should be specific and memorable for easy recognition when viewed by name only. **Most templates have places for a visible display title and subtitle, which need not be the same as the screen name.**

The right-hand portion, the authoring window, is a screen for entry of data and files that will appear on the presentation screen. Beside each field is a letter or number corresponding to the letters on the screen-shot, indicating where the information will appear on the screen in the presentation, and brief instructions of what to do (e.g. "Display title goes here."). **The**

authoring window has its own vertical scroll bar, which should be used instead of the scroll-bar for the entire Pachyderm window in cases where both appear. As some of the templates contain many different choices for data entry, not every user will fill in every possible spot.

The letters, or position labels, on the authoring window frequently have categories, and more items will be displayed in the authoring window than appear on the schematic. For example, "C" might appear on the schematic and in the authoring window as a media object, and several components also appear in the authoring window: C1 is the thumbnail for the image, C2 is the larger image which appears when the thumbnail is clicked, C3 is a caption for the image, and C4 is a link to another presentation screen. At times the author will have to choose between making a link to another presentation screen, a URL, or a video clip; whatever the choice, a still image should be associated with each.

Sample Authoring Screen



An authoring screen (Series Template)

In the authoring window, the user can type or paste text where indicated and import media files. Each template has its own capacities and limitations, which users should become familiar with prior to authoring. The amount of text that can be used varies with the template and location on the template. Pachyderm will set fonts for display titles, captions, and any text. Hard returns will display as a blank line in the presentation. By selecting "Preview Screen," at the bottom of the left-hand side of the authoring window, the author can see what the screen will look like in the finished presentation.

When an author has made desired changes, the author then selects "Save" (to save and continue on the same screen) or "Save/Done" (to save and return to the listing of screens in the presentation).

- 2.1 All text fields can contain basic HTML including bold ****, italics *<i>* and hyperlinks. See the Pachyderm HTML markup worksheet for detailed information.

The "Edit Presentation" Screen

On the "Edit Presentation" screen, there are choices to edit the existing screen, to delete the screen, to add another screen to the presentation, or to publish and view the presentation. As screens are added to the presentation, they will appear on the "Edit Presentation" Screen. By default they will appear as thumbnail images of the screen labeled with the screen title, but the user can change them to a list format. The screen that is the "Home Screen" will be identified. All other screens will include the option "Make Home;" clicking this will make that screen into the Home Screen (the first one to be displayed when the presentation is launched).

When linking to another screen in a presentation, the author selects Browse at the appropriate place. This moves the author to another window, called "Find Screen," which lists all the screens existing in the presentation by their name and also allows a search by title. After the desired screen is selected, Pachyderm returns to the previous editing window.

- When a screen has the capacity to link to another screen in the presentation, it can only link to a screen that has already been created. In multi-screen presentations, users will need to create all desired screens, each with at least a specific screen name, fairly early on. Each screen can be edited individually and content filled in after the structure of the presentation is established.

When the presentation is complete, it can then be published. (See Publishing, below.)

Adding Additional Screens to a Presentation

Screens can be added to a presentation during the authoring process or after publishing. When creating a new screen, the starting place is the main editing window which appears after selecting "Edit Presentation" (or "Create a New Presentation") from the "Presentations" window. The main editing screen has a place to "Add Screen to Presentation." After choosing this, the presentation author will be given the same thumbnail array of templates to pick from as when beginning a new presentation, and work goes forward from there.

Other screens which link to the new screen will need to be edited to have the new screen added. If no links are established to the screen from existing screens, it can only be displayed if it is the "Home" Screen. Some authors might choose to create many of their "detail" screens (screens which can only be linked to, not linked from, such as the Zoom Screen or the Enlargement Screen) first, and then create the links to these screens later on in the presentation. Others may prefer to "sketch out" the structure of their presentation, creating main screens first and then linking in subsequent screens as they become available.

- The "notes" field on the left side of each authoring window is an ideal place to list screens that need to be built and/or media that need to be uploaded in order to complete a given screen. This field is for the author's use and does not appear in the published presentation.

Linking one screen to another when possible is done by selecting "Browse" beside the instructions for adding a new screen or URL. The "Browse" command here takes the author to a "Find Screen" window, which allows the author to select from a list of screens already in the

presentation or to search by screen title if the list is extensive. **Screens cannot be copied from one presentation to another but must be re-created for each presentation.**

After the screen has been added to the presentation, the presentation can be published. If it has already been published, publishing again will overwrite and update the existing presentation.

A screen can be deleted from the main editing window by selecting the "Delete" command below the screen name. The author will be asked to confirm this operation before the screen is actually deleted. **Once deleted, a screen is gone and cannot be retrieved.** When the Home Screen is the only screen in a presentation, it cannot be deleted except by deleting the entire presentation from the "Edit Presentations" window.

Publishing

Publishing is the process of uploading a presentation to the main server where it will live and from which it will be downloaded for viewing. The "Edit Presentation" window has a tab on the upper right labeled "Publish." There is also a link on the left labeled "Publish 'Presentation Name'." After the presentation has been published at least once, a link labeled "View 'Presentation Name'" will also appear on the left.

- ▶ Selecting "VIEW" opens the most recent published version will in a new browser window. Any changes made since the last publish will not appear in the presentation.
- ▶ Selecting "PUBLISH" will re-publish the presentation; any changes since the last publish will be incorporated.

Upon selecting "Publish," authors will be taken to a window which gives the publication status ("Build") and messages regarding program code. There is also a place to "Refresh" the status; click this in order to see when the presentation is finished building and is ready to view. **Users must click Refresh in order to refresh the screen and get an updated status.** When the presentation has been completely built, the status will say "Completed." At the bottom of the window will be the choice to view the published presentation, download the .zip archive, or return to presentation editing.

- ▶ Click "View" to view your presentation. When viewing your presentation you can copy the URL from the address bar to share your presentation with others. Note: if you are re-publishing your presentation after making changes and your changes are not showing up, empty your browser cache.
- ▶ Once publishing has begun, it will continue even if the publish window is closed or the author returns to the Edit Presentation screen before the build is completed. It is not necessary to wait on the publish screen until the build is finished, although it is convenient to do so in order to view the newly published presentation.

The Pachyderm Templates

As stated in the introduction, Pachyderm is a template-based program. This means the author has a choice of pre-designed screens to use in the presentation. The content is restricted only by file and media types. Most of the template screens in Pachyderm allow for multiple types of media files and information; a few are more specifically limited. Some templates have the capacity to link to many other presentation screens, while some have no links to other screens. Consequently, the content and structure of a presentation will influence each other. By understanding what each template can and cannot do, the author can make decisions about what will be the most effective way to present material, whether it is simple or complex.

Version 2.1 makes it easier to customize/author templates. For those with Flash authoring skills, deeper customization and authoring of templates has also been improved. Some functionality has been “componentized” so that all templates utilize the same component for the same functionality. This simplifies adding to or updating functionality, and simplifies adding these functions to new templates.

This section of the manual gives a brief overview of what each template does, what it might be used for most effectively, and what some of the limitations of the particular template are. It also explains the steps in authoring each screen. However, it is not a prescription for how to select content or arrange screens. Practicing with the templates will be an important part of learning how to use them; this section serves as an introduction to the templates and leaves the specific creative uses of them to the prospective author.

Available templates:

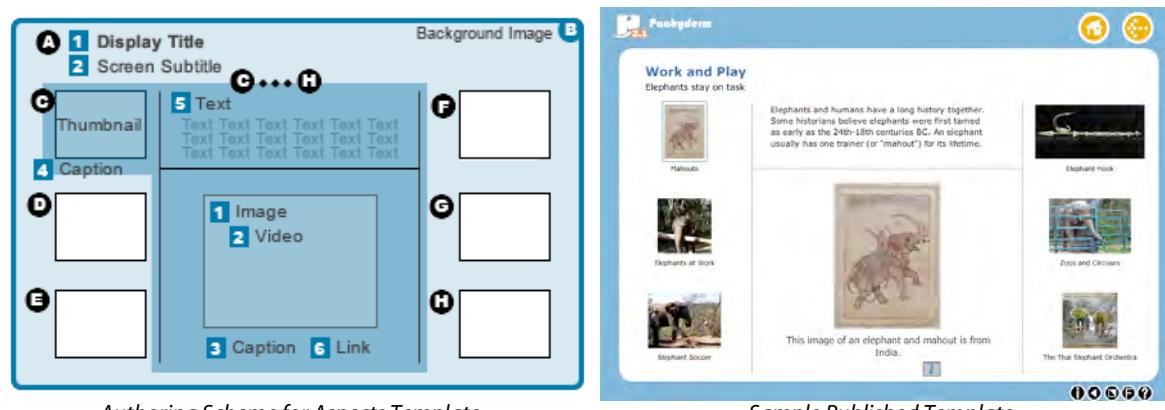
- Aspects
- Commentary
- Dual Comparison
- Enlargement
- Exploration Entry
- Fullscreen SWF
- Layers
- Media Focus
- Phone Dial
- Series
- Slider
- Zoom

Aspects Template

This is a multi-image screen good for demonstrating relationships between different concepts, people, or objects (represented with thumbnail images). It is also well-suited to organizing multiple media files that explore different aspects of – or perspectives on – a central topic. There are a total of 6 thumbnails around a central image box and text box; clicking on a thumbnail brings up a larger image or video in the central image box. The text associated with it appears above. Media Label information, if any, will be displayed next to each thumbnail or enlargement, unless a caption is entered to override it. A link to a screen or url can also be entered for each of the 6 thumbnails and appears below the larger image.

This screen is ideal for quickly showing related pictures and explanatory text for each when the level of individual detail that would require a link to another screen is unnecessary. As its name suggests, it works well to cover several aspects of the same topic.

- It is not necessary to use all six spots on this template. Four can be equally effective, for instance.



Authoring Scheme for Aspects Template

Sample Published Template

Media Table for the Aspects Template

Spot	Media Type(s)	Notes
A1	text	About ten words for the display title.
A2	text	Up to two sentences for the subtitle or quote.
B	JPG, GIF, PNG	Background image with 0-100% opacity
C-H: 1	JPG, GIF, PNG	Thumbnail and main image for each spot may be the same image, but do not have to be.
C-H: 2	FLV, MOV (video), MP3	Remember to keep videos short to avoid long download times.
C-H: 3-4	text	About eight or nine words, each spot. If used, caption will suppress Media Label display.
C-H: 5	text	Text will scroll as needed; may be a few paragraphs in length.

C-H: 6	Screen link or URL	Link to another screen or to an external URL or document on the web.
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Sample Uses

- Several views or angles of the same building, statue, animal, plant, etc. with a brief comment about each view.
- Several videos or animations showing different aspects of a single topic/phenomenon.
- Six sequential images showing growth or change.
- Six related items with text commentary on how they are alike and different.

Commentary Template

The Commentary Template is an ideal "middle of the presentation" screen; it allows for a fairly detailed textual description of an image, and then provides places to go to related material. The upper left-hand portion of the screen is designed for an image or a video clip; the middle has scrollable text; and the right hand side provides three additional thumbnails which can be linked to other Pachyderm screens or other media files (including URLs). There is room for a display title and a subtitle or quotation in the upper left.

A **1** Display Title
2 Screen Subtitle

C **1** Image

2 Video
3 Caption
4 Link

B Background Image

D

Text Text Text Text Text
Text Text Text Text Text

E **1** Image
2 Video
3 Caption
4 Link

F **1** Image
2 Video
3 Caption
4 Link

G **1** Image
2 Video
3 Caption
4 Link

Authoring Scheme for Commentary Template

 Pachyderm

Identifying an Elephant

Read the story of the Blind Men and the Elephant, then see what makes African and Asian elephants different.


Blind monks examining an elephant
by Itcho Hanabusa

Four blind men came upon an elephant. They touched a different part: the tail, an ear, the trunk, and a leg. Then they asked each other, 'What sort of thing is an elephant?'

The man with the tail said, 'An elephant is like a parsnip root.' The man with the ear replied, 'An elephant is like a fan.' The man with the trunk said it was a tree branch; and the man with the leg, a reed. None of them could say what an elephant is all and none of these things. In this story, the truth is larger than the blind men's ability to perceive it.


Trunks


Tusks


Ears

Sample Published Template

Media Table for the Commentary Template

Spot	Media Type(s)	Notes
A1	text	About nine words for the display title.
A2	text	Up to two sentences for the subtitle or quote.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C, E-G: 1	JPG, PNG, GIF	Pachyderm will resize the image as needed.
C, E-G: 2	FLV, MOV (video), MP3	Remember to keep videos short to avoid long download times.

B, D-F: 3	text	B3: About 13 words. D-F3: About six words each.
B, D-F: 4	screen link or URL	If no movie is used in a given spot, a link to either another screen or a URL may be added.
C	text	Text will scroll as needed; may be a few paragraphs in length.

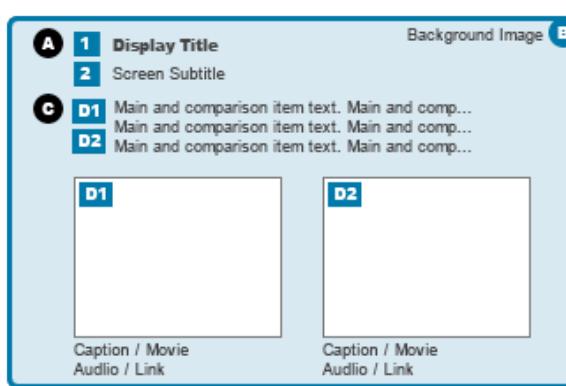
Sample Uses

- Present a variety of opinions about a single topic, using video interviews or commentaries.
- Use as an intermediary screen between a table-of-contents screen (like Phone Dial) and more detailed screens, linked from the four media areas.

Dual Comparison Template

This template presents two medium size images side by side for comparison. The text block at the top of the screen is designed to present an overall concept related to the two images. When the user moves the cursor over either image, the text changes to present information related to the particular image.

The two side by side images within the Dual Comparison template can also be videos or images with audio. Each image can also include a screen or HTML link.



Authoring Scheme for the Dual Comparison Template



Sample Published Template

Media Table for the Dual Comparison Template

Spot	Media Type(s)	Notes
A1	text	About nine words for the display title.
A2	text	Up to two sentences for the subtitle or quote.

B	JPG, PNG, GIF	Background round image with 0-100% opacity
C	text	Text will scroll as needed; may be a few paragraphs in length.
D1 - 2	JPG, PNG, GIF	Pachyderm will resize the image as needed.
D1-2	FLV, MOV (video), MP3	Remember to keep videos short to avoid long download times.
D1-2	Screen link or URL	Link to another screen or to an external URL or document on the web.

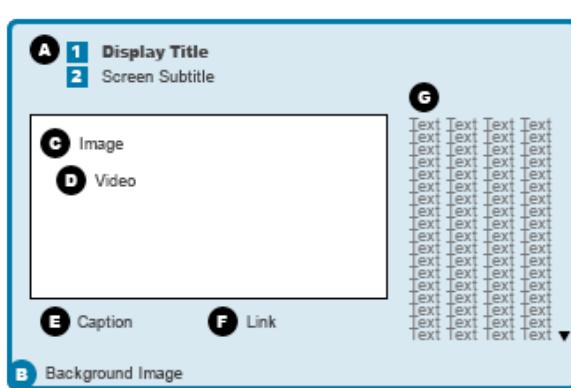
Sample Uses

- Comparing two images from the same artist or time period
- Comparison of two samples that support or contrast each other
- Displaying two example of the same theme

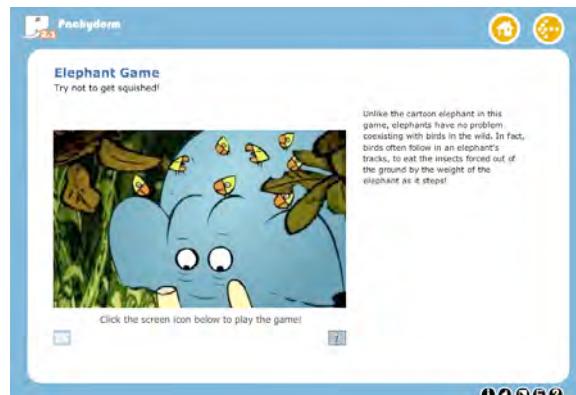
Enlargement Template

This is the simplest Pachyderm screen, showing a static enlargement of an image, its Media Label data and a caption, and up to several paragraphs of associated text. The main image area can also have a link to another screen or a URL. It is ideal for presenting large amounts of written information about a single subject. The image on the Enlargement Template will be larger than images on any other screen except Zoom.

The size of the image box on the authoring scheme (below) does not represent the actual size of the image as it will appear in the published presentation (see sample published template, below). The box represents the maximum area for both vertical and horizontal images; image display will vary based on the aspect ratio of the image selected.



Authoring Scheme for Enlargement Template



Sample Published Template

Media Table for the Enlargement Template

Spot	Media Type(s)	Notes
A1	text	About nine words for the display title.

A2	text	Up to two sentences for the subtitle or quote.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C	JPG, PNG, GIF	Pachyderm will resize the image as needed.
D	FLV, MOV (video), MP3	Ideal video size is 300 x 400 Pixels. Remember to keep videos short to avoid long download times.
E	Text	Caption
F	Screen link or URL	Link to another screen or to an external URL or document on the web.
G	text	Text will scroll as needed; may be a few paragraphs in length.

Sample Uses

- A book review accompanied by an image of the book cover.
- The text of a letter or speech accompanied by a photograph of the writer or speaker.
- Study questions or thought-provoking statements about a topic, accompanied by a relevant image.
- A recipe accompanied by a photograph of the prepared dish.
- A larger illustration and explanation of a thumbnail included on a Commentary or Layers screen.

Exploration Entry Template

This screen provides a place for a Title and subtitle, central image with Media Label data and a caption for the image, and visible text links for up to 6 other presentation screens or URLs. These links could be used, for example, in the form of a short question about the central image. Clicking on the linked text of the question would then take the user to another screen which provides more information and an answer to the question. When a user viewing the presentation moves his or her mouse over one of the links, the text grows in size, accompanied by a sound effect.

A link can also be attached to the central image, so that clicking on it takes the user to another screen (often a zoom or enlargement screen, though any screen may be used here) or a URL.

The Exploration Entry Template is a logical screen for a user to go to when clicking on a phone dial thumbnail, because it can be used to provide more detailed information about the thumbnail image. It can also function as the introductory screen to a presentation when fewer links and images are needed than are present on the Phone Dial Screen.

Because further information is obtained through links to other screens and not directly on the Exploration Entry Template itself, it is not ideal to use this screen when a single image and scrollable text can convey all that is necessary. In this situation, authors would be better choosing a template such as the Enlargement Screen or Commentary Screen.

In version 2.1, link order is now top to bottom on the left, then top to bottom on the right. A thumbnail image option for the 6 main link items is now available. A movie can be assigned to play in the central image position along with a link to another screen, website, or document.

A	1 Display Title 2 Screen Subtitle
B	1 Image 2 Text 3 Link
C	1 Image 2 Video
E	1 Image 2 Text 3 Link
F	1 Image 2 Text 3 Link
G	1 Image 2 Text 3 Link
H	1 Image 2 Text 3 Link
I	1 Image 2 Text 3 Link
B Background Image	C3 Caption C4 Link

Authoring Scheme for Exploration Entry Template

Sample Published Template

Media Table for the Exploration Entry Template

Spot	Media Type(s)	Notes
A1 - 2	text	About six words for the display title and subtitle.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C1	JPG, PNG, GIF	Pachyderm will resize the image as needed.
C2	FLV, MOV (video), MP3	Remember to keep videos short to avoid long download times.
C3	text	Up to ten words for a caption, if desired. Caption will suppress Media Label display.
C4	screen link or URL	An optional link to another screen or URL may be attached to the main image.
C-H: 1	JPG, PNG, GIF	Pachyderm will resize the image as needed.
C-H: 2	text	About eight or nine words max, each spot.
C-H:3	screen link or URL	If no link is attached, the text for the link will not appear in the published presentation.

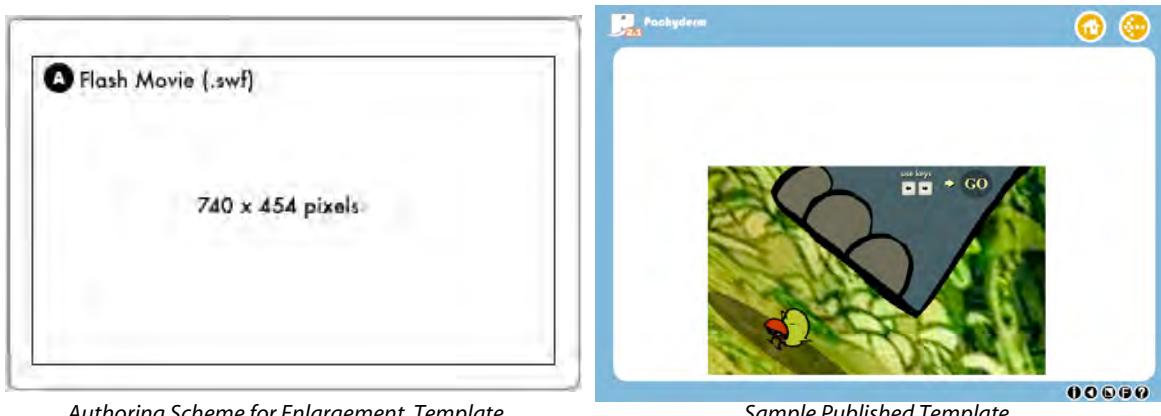
Sample Uses

- Surround a central image of an invention, artwork, object, historical document, or scientific discovery with up to six questions about how it works, important dates or people associated with it, or other topics.
- With a photograph of a person in the center, use the six links to bracket a decade (or other important phase) of his/her life; these would lead to screens that explore those periods in detail.

Full Screen SWF Template

This is Pachyderm screen is for displaying a Flash SWF file. This would usually be an animation or interactive Flash application. The template simply displays the Flash file (SWF) in the upper right corner of the screen. Fields for entering Horizontal and Vertical Offsets allow for positioning the SWF on the screen if its size does not fill the whole screen. A background image can be assigned to display in the white area.

The size of the image box on the authoring scheme (below) does not represent the actual size of the image as it will appear in the published presentation (see sample published template, below). The box represents the maximum area for both vertical and horizontal images; image display will vary based on the aspect ratio of the image selected.



Media Table for the Enlargement Template

Spot	Media Type(s)	Notes
A	JPG, PNG, GIF	Background round image with 0-100% opacity
B	SWF	The Flash SWF file is displayed. Full screen is 740 x 454 pixels.

Sample Uses

- A Flash animation
- A Flash interactive application like a Quiz, matching game or puzzle.

Layers Template

This screen allows for an immense amount of material on a single topic to be collected together and sorted in layers. It is an ideal screen for an in-depth exploration of any topic, especially when a variety of media (video, images, and text) are available. The main screen includes a place on the upper right for introductory text which will be constant on all layers. It also has a large image which can be linked to other screens or URLs, and two thumbnail images which can be linked to other screens or URLs. Authors who do not want to have a screen link can instead have video clips attached to the larger image and/or any thumbnail. Authors also add a title for the layer, and there is a place for text specific to the layer.

And that is only on the first screen. By selecting "Add New Layer" at the bottom of the authoring window, another screen with the same spaces for links and text can be added. The main text will remain the same, but the images and layer text change. Viewers of the finished presentation move from one layer to another by clicking on the layer title. This allows the viewer to move quickly and easily between different screens with the same visual format. It is ideal for use when quick cross-referencing between one image and another is desired, or when the author wants to collect related material in the same style of display.

Authoring Scheme for Layers Template

Sample Published Template

Media Table for the Layers Template

Spot	Media Type(s)	Notes
A1-2	text	About twelve words for the display title.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C	text	Text will scroll as needed; may be a few paragraphs in length.
C-G: 1	text	About seven words for the layer title.
C-G: 2-4 (image)	JPG, GIF	Pachyderm will resize the image as needed.
C-G: 2-4 (caption)	text	2: Up to two sentences. 3-4: Up to seven words. Caption will suppress Media Label display.

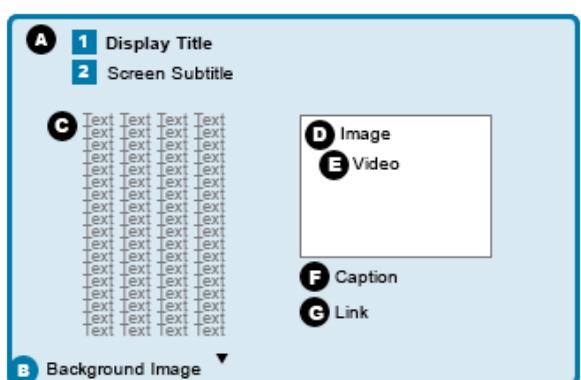
C-G: 2-4 (movie)	FLV, MOV(video), MP3	Remember to keep videos short to avoid long download times.
C-G: 2-4 (link)	screen link or URL	If no movie is used in a given spot, a link to either another screen or a URL may be added.
C-G: 5	text	Text will scroll as needed; may be a few paragraphs in length.

Sample Uses

- Present a long-term project, such as the construction of a pyramid, broken into phases (of time or of construction) – one phase per layer.
- Compare five scientists, including a photograph, a short biography, an animation or video illustrating a key discovery, and a video of each scientist speaking or working (or a video of colleagues or faculty discussing the contributions of each).
- Describe an artistic movement and use layers to suggest its many dimensions, e.g., the Architecture, Painting, Typography, Craft Workshops, and Pedagogical Philosophy of the Bauhaus.
- Describe a Zeitgeist moment in summary form, e.g., the Sixties, with a layer for Civil Rights, another about the Vietnam War, and others about international student radicalism in 1968, the Counter-culture, and Music.

Media Focus Template

This screen allows for a title and subtitle, scrollable text, and an image with a movie. A caption and Media Label data for the image may be displayed. This screen is very similar to the Enlargement Template, described above, with the major difference being that the Media Focus Template layout has text on the left and the media slot on the right.



Authoring Scheme for Media Focus Template



Sample Published Template

Media Table for the Media Focus Template

Spot	Media Type(s)	Notes
A1	text	About ten words for the display title.
A2	text	Up to two sentences for the subtitle or quote.

B	JPG, PNG, GIF	Background round image with 0-100% opacity
C	text	Text will scroll as needed; may be a few paragraphs in length.
D	JPG, GIF	Pachyderm will resize the image as needed.
E	FLV, MOV, (video), MP3	Remember to keep videos short to avoid long download times.
F	text	Up to 16 words for a caption, if desired. Caption will suppress Media Label display.
G	screen link or URL	A link to either another screen or a URL may be added.

Sample Uses

- Include a video, a still photo from the video, and a discussion of the contents or a transcript of the video.
- Show a flash movie of plant growth and include descriptive text and/or questions.
- Display a still image only (no video) and include descriptive text and/or discussion questions.
- Use this screen for an "about the author" feature about the person who made the presentation, including a photograph and a short biography.

Phone Dial Template

This screen, which looks like an old-fashioned phone dial beside text, functions as a "visual Table of Contents" about the presentation and serves as an ideal "Home" screen. By using a series of images, it literally provides a snapshot of the material that will be covered. It is an ideal introductory screen which does not present much content on its own; the content is all made available through links to other screens which allow significantly more quantities and more varied kinds of information to be presented.

The template has a place on the left hand side for the screen display title, links to two other template screens or URLs, and a space for the main text content, which is scrollable. Because of the large number of possible images and links, the Phone Dial Template has many more steps in it than most of the other templates.

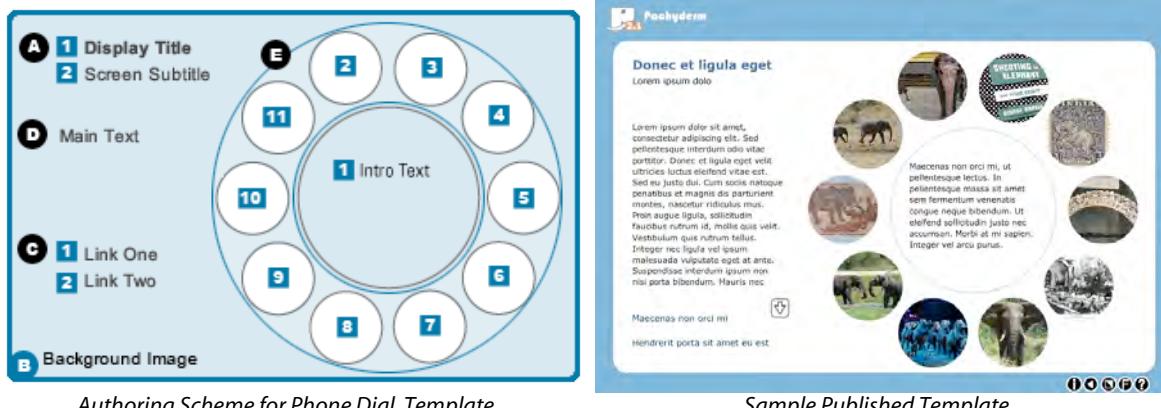
The right hand ("dial") side holds up to ten images and their associated links. The center area of the dial allows for short text. Because the images are arranged in a circle and not in a vertical or left-to-right fashion, it also allows for open-ended instead of linear exploration if the user desires. Users might start at the top and go around the circle clock-wise, but there is no sequential requirement that they do so. Rolling the mouse over a thumbnail image allows an enlargement of that image to appear in the center area and a few words of text (called "caption" in the authoring window) to appear in the phone dial; clicking on either the thumbnail or the central image takes the user to the screen or URL, if any, that the image is linked to.

The image that appears in the center when a thumbnail is rolled over is not automatically the same as the thumbnail image; the image needs to be selected individually for each. Any

captions for the thumbnail images need to be entered separately, as any associated Media Label data will not appear on this screen.

With twelve possible link locations, the Phone Dial Template allows connections to a large number of other template screens or external web resources. Like a traditional table of contents, the Phone Dial Template might well be the last screen created rather than the first.

Version 2.1 provides more flexibility in how each circle is used. Circles with no content are now invisible, and circles with media assigned but no link assigned display the picture but are inactive when clicked. Circles with only text assigned display with a light blue fill.



Media Table for the Phone Dial Template

Spot	Media Type(s)	Notes
A1-2	text	About seven words for the display title and subtitle.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C1-2	text	About seven words for each link.
C1-2	screen link or URL	A link to either another screen or a URL may be added.
D	text	Text will scroll as needed; may be a few paragraphs in length.
D1	text	About 40 words or four sentences (text will not scroll; extra text will not appear).
D2-11 (thumbnail)	JPG, PNG, GIF	Pachyderm will resize the image as needed and scale it to fill the digit circle.
D2-11 (rollover)	JPG, PNG, GIF	Pachyderm will resize the image as needed. This will appear in the center of the dial.
D2-11 (caption)	text	Up to 8 words for a caption, if desired. (Media Label data will not display in this spot whether or not there is a caption).

D2-11 (link)	screen link or URL	A link to either another screen or a URL may be added.
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Sample Uses

- Table of Contents/Home Screen for a presentation.
- Link to detail screens with examples of members of the animal kingdom, plant kingdom, etc.
- Illustrate phases of growth or changes over time, with one digit for each phase, linking to a detail screen describing that phase.
- Show how up to eleven different people contributed to a discovery or invention.

Series Template

While the Series Screen is considered a single screen, it automatically generates daughter screens for each thumbnail included. The opening screen provides a scrollable text overview, a main media area (which could be an image and a video), and thumbnails of subsequent screens ("pages"). Each thumbnail can be labeled with the name of the page it appears on, telling the viewer what page he or she will go to when clicking on the thumbnail. Authors might use page numbers for the names, but could also use image titles. When the thumbnails are clicked, the image is brought up in enlarged format with pan and zoom features (very like the Zoom Template). A "Text" button can be clicked with the mouse and a small pop-up box displaying associated text will appear. Users can move from one page in the series to the next by means of forward and backward arrows on each screen. From the main Series Screen, any thumbnail can be clicked, so it is possible to view the series out of sequence.

In version 2.1, the Series Zoom functions identically to the Zoom Screen, and can now be used when only one image is to be examined closely and when audio rather than written commentary is provided. The Series Screen is also appropriate for looking at successive enlargements of related images or material, with only brief written commentary. A popup text field, and a link to another screen or url is also available on the Series Zoom.

The default authoring window for the Series Screen only has thumbnails, page title, main media area, and text box for one additional screen. To add more screens, the author must select "Add New Series Page" at the bottom of the authoring window.

Because the series screen has built-in links to zoom screens from each thumbnail, it does not support additional links to other screens or URLs. Other screen types cannot be selected in place of the zoom screens. All of the daughter screens are authored within the same window as the main page.

Authoring Scheme for Series Template

Sample Published Template

Media Table for the Series Template

Spot	Media Type(s)	Notes
A1-2	text	About ten words for the display title and subtitle.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C	JPG, GIF	Pachyderm will resize the image as needed.
D	FLV, MOV, (video), MP3	Remember to keep videos short to avoid long download times.
E	text	caption
F	screen link or URL	A link to either another screen or a URL may be added.
G	text	Text will scroll as needed; may be a few paragraphs in length.
H1	text	Up to 15 characters, about 3 words. Appears under thumbnail and on the series detail page, and in the detail text box.
H2 (thumbnail)	JPG, PNG, GIF	Pachyderm will resize the image as needed.
I2 (Zoom image)	JPG, PNG, GIF	Pachyderm will resize the image as needed.
I3 (Zoom text)	text	Text will scroll as needed; may be a few paragraphs in length.
I4 (Zoom audio)	MP3	An audio file for narration, music, or other
I5 (Zoom caption)	text	Provides a label for the audio file

I6 (Zoom Link)	Screen Link or URL	A link to either another screen or a URL may be added.
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Sample Uses

- This screen is ideal for showing close-up detail, because of the zoom pages.
- Show progression, growth or change with a series of photographs or illustrations.
- Show pages of a manuscript or book.
- Showcase a series of works by one artist or craftsperson, or show related works in a single style (art deco, early American quilts, Shaker furniture).

Slider Template

This screen allows the user to move through a series of up to 16 images and/or linked screens. Video media can also be used. There is a space for scrollable text to accompany each image.

► If the same text is desired more than once, it will need to be entered each time. Images can also be linked to other presentation screens or URLs.

The image and its caption or Media Label appears on the left hand side of the screen, with the text on the right. If a link to another screen or URL is present, its icon appears below the image. The bottom of the screen displays a series of small circles on a line, each with a title. When a slider point is clicked the content focus now changes to the image/video, text, and other material associated with that stop. It is possible to skip images or view them out of sequence.

Because the slider screen can contain a large number of images or videos, each with numerous associated parts, authoring a Slider Screen takes time and care. After the image is selected via the usual browse method, the author can input a short label for the image (as it will appear on the slider bar), link to another screen or URL, add a caption for the image, and type or paste in scrollable text. Media Label (if available) for each image will be displayed.

The Slider Screen works well for chronologies, typologies, and quick comparisons of multiple images. It can be used to construct a narrative or to give instructions with accompanying sample pictures or videos. A large amount of data can be included on a single screen.

Authoring Scheme for Slider Template Sample Published Template

Media Table for the Slider Template

Spot	Media Type(s)	Notes
A1-2	text	About six words for the display title and subtitle.
B	JPG, PNG, GIF	Background round image with 0-100% opacity
C1	text	Up to 10 characters for the slider label. <i>For best results, use one short word.</i>
C2	JPG, PNG, GIF	Pachyderm will resize the image as needed.
C3	FLV, MOV (video), MP3	Remember to keep videos short to avoid long download times.
C4	screen link or URL	A link to either another screen or a URL may be added.
C5	text	Up to 14 words for a caption, if desired. Caption will suppress Media Label display.
C6	text	Text will scroll as needed; may be a few paragraphs in length.

Sample Uses

- The Slider Template can be used in the same ways as the Series Template, but Slider is best when close-up detail is not important. Slider allows the author to include several paragraphs of text with each image.
- Show progression, growth or change over time with a chronological or typological series of photographs or illustrations, and describe or ask questions about each one in the text field.
- Showcase a series of works by one artist or craftsman, or show related works in a single style; include text or questions in the text field.

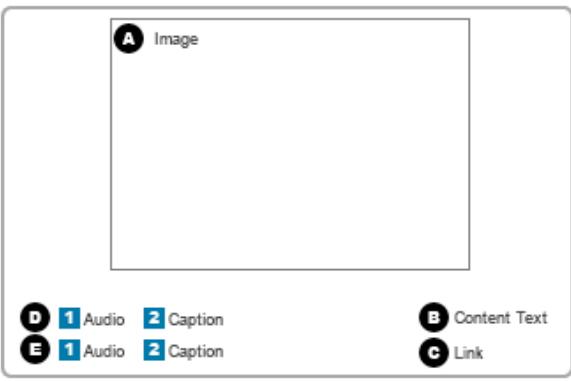
Zoom Template

The Zoom Template allows the user to zoom in on an image. This screen can also have two audio files attached to it. It now has the same capabilities as the Series Template (described above), but is designed for a visual focus on more than one image only. This is a good screen to link to from the central image on an Exploration Entry Template, or from one of the stops on a Slider Template, or anywhere a thumbnail image may link to another screen and a larger look at the image is desired. The Zoom Template is a "detail" screen; no other screens or URLs can be linked to it.

In a published presentation, a user may move the circle on the line right to zoom in or enlarge the image, left to zoom out. A thumbnail of the image next to the zoom slider has an area box for selecting the part of the image to zoom in on. Users may view a different area within the

image by clicking on it and dragging the image up or down, left or right. When present, the optional audio files are controlled with start/stop/pause buttons in the lower left. Media Label data for the main image is accessible (when present) by clicking the small triangle in the lower right. The arrow in the lower right-hand corner returns the user to the previous screen.

- All other Pachyderm screens have arrows in the upper right for return to prior screens; the Zoom Screen has its back arrow in the lower right-hand corner.



A Image

D 1 Audio 2 Caption
E 1 Audio 2 Caption

B Content Text
C Link

Authoring Scheme for Zoom Template



Sample Published Template

Media Table for the Zoom Template

Spot	Media Type(s)	Notes
A	JPG, PNG, GIF	For best results, prepare this image at 2560 x 2548 pixels or larger.
B	text	Up to 10 words for a caption, if desired. Caption will suppress Media Label display.
C	screen link or URL	A link to either another screen or a URL may be added.
D1, E1	MP3, SWF (audio only)	Remember to keep audio files short to avoid long download times.
D2, E2	text	Caption/Label for audio file.

Sample Uses

- Image of a particular species of bird and two bird calls (one right and one wrong, or one male and one female, etc).
- Diagram of a heart and two heartbeat sounds: one normal and one irregular.
- Any image with a high level of detail, such as a scanned manuscript, a large painting or illustration, period clothing, microscopic creatures, etc.

Template Properties

The table below shows which templates (listed across the top) have any given property (listed down the left column).

	Aspects	Commentary	Dual Comparison	Enlargement	Exploration Entry	Full Screen SWF	Layers	Media Focus	Phone Dial	Series	Slider	Zoom
Title	x	x	x	x	x		x	x	x	x	x	
Subtitle	x	x	x	x	x		x	x	x	x	x	
Main Text		x		x			x	x		x	x	
Smaller Text Block(s)	x		x				x		x	x	x	x
Main Image	x	x		x	x		x	x		x	x	x
Small Thumbnails	x	x			x		x		x	x		
Large Thumbnails			x				x		x			
Zoomable Image										x		x
Links (screen/URL)	x	x	x	x	x		x	x	x	x	x	x
Image Caption(s)	x	x	x	x	x		x	x	x	x	x	x
Media Label Display	x	x	x	x	x		x	x		x	x	x
Transition Sound	x	x	x	x	x		x	x	x	x	x	x
Accepts Audio	x	x	x	x	x		x	x		x	x	x
Accepts Video	x	x	x	x	x		x	x		x	x	
Accepts Flash (SWF)						x						

Suggested Uses for Templates

This section briefly sorts the templates by the kind of work they are useful for in a presentation. Full descriptions are available under "Templates." Templates with multiple uses are repeated.

Introductory Material or Overviews

These templates allow for numerous links and one central image and function best as an overview rather than a detailed account of one idea.

Exploration Entry Template

This allows 6 text-based links that are related to a single image. The image can also be linked to another screen for more detail. There is no significant space for text.

Phone Dial Template

Allows 2 text-based links and up to 10 image-based links. Each one may be linked to a different screen or URL, allowing for more depth of exploration. Mousing over the images changes the display. There is space for brief accompanying text.

Images

These templates allow the viewer to look at part of an image in more detail.

Aspects Template

This gives the viewer 6 thumbnail images, each with a small portion of associated text. When the thumbnail is selected, an enlarged image appears in the center of the screen. There is room for brief text. No further screen links are possible.

Enlargement Template and Media Focus Template

These two screens both provide a large image and space for a significant amount of text. The main difference between them is that the Media Focus Template can accommodate video as well as still images; the Enlargement Screen holds a larger image.

Layers Template

Allows for one large image and two thumbnail sized images, each of which can be linked to something else. There is also a space for text, and the capacity to add up to four more screens with identical format. The text on each layer scrolls, and each thumbnail can be linked to an Enlargement screen, allowing ample room for text. This screen is ideal for suggesting the multiple dimensions of a single topic.

Series Template

This screen gives the viewer a central image and a series of thumbnail images, each of which links to a zoom-screen image and the possibility of short associated text content. These screens are ideal for reproducing original books, documents, maps, or image sequences that need to be viewed in detail.

Slider Template

Allows user to move quickly through a series of images, like a text and slide show. It is similar to the Series Screen but allows significantly more accompanying text and links to other screens or URLs. These screens are ideal for quick comparisons between images or ideas.

Zoom Template

The viewer can pan and zoom in on one part of an image and enlarge it. The only associated text is the name of the image. No links are possible to other screens. Audio links can be attached to supplement the image.

Multiple Images, Minimal Text

Aspects Template

This gives the viewer 6 thumbnail images, each with a small portion of associated text. When the thumbnail is selected, an enlarged image appears in the center of the screen. There is room for brief text. No further screen links are possible. Ideal for showing multiple videos on a single topic.

Layers Template

Allows for one large image and two thumbnail sized images, each of which can be linked to something else. There is also a space for text, and the capacity to add up to four more screens with identical format. The text on each layer scrolls, and each thumbnail can be linked to an Enlargement screen, allowing ample room for text. This screen is ideal for suggesting the multiple dimensions of a single topic.

Series Template

This screen gives the viewer a central image and a series of thumbnail images, each of which links to a zoom-screen image with the possibility of short associated text content. These screens are ideal for reproducing original books, documents, maps, or image sequences that need to be viewed in detail.

Explanatory Material with Extensive Text

Commentary Template

This screen has a large image on the left, three thumbnail links on the right, and space for scrollable text in the center.

Enlargement Template and Media Focus Template

These two screens both provide a large image and space for a significant amount of text. The main difference between them is that the Media Focus Template can accommodate video as well as still images; the Enlargement Template holds a larger image.

Slider Template

This screen has a movie or link, space for links to multiple other screens, and a large area for scrollable text.

Audio and Video

Aspects Template

This screen supports video in the main media area.

Commentary Template

This screen supports video in the main media area, and/or launched from the three thumbnail areas, if these are not linked to another screen or URL.

Layers Template

This screen supports video in the main media area and/or launched from the two thumbnail areas for all layers, if these are not linked to another screen or URL.

Media Focus Template

This screen supports video in the main media area.

Slider Template

This screen supports video in the main media area, if the main media item is not linked to another screen or URL.

Zoom Template

The viewer can pan and zoom in on one part of a still image and enlarge it. Two audio links can be attached to supplement the image for commentary, archival audio, or music.

Quick Reference for Linking

Templates that allow multiple links to other screens or URLs

Commentary — 4 image links

Exploration Entry — 6 image/text links

Layers— 3 image links for each layer, to a maximum of 5 layers (15 links)

Phone Dial— 12 (10 image links, 2 text links)

Slider— 1 main image link, plus one for each slider item

Templates which do not have links to other screens

Aspects

Enlargement

Media Focus

Series (has built-in links to zoom-like screens which it creates)

Zoom

Some templates work better for large, involved presentations and others are ideal for smaller work. Authors can finish any of the "detail" screens, which do not have links to other screens, as soon as they have all their media uploaded onto the server. Most detail screens cannot, however, serve as home screens for a multi-screen presentation. All screens except the Home Screen must have a link to them from another screen to be viewed in the published presentation.

Presentation Management

Presentations are managed from the "Presentations" screen. Here authors can create a new presentations and view, edit, or delete existing ones. Authors can return to the "Your Presentations" screen while editing by selecting the "Presentations" Tab beside the "Edit" or authoring window, or by choosing "Presentations" from the breadcrumbs in the upper left.

Authors can edit the screens of an existing presentation by clicking on the screen's thumbnail in the Edit window, or by selecting "Edit" below the thumbnail. If viewing in list view, the "Edit" option will be in the "Options" column.

A presentation may be deleted by clicking "Delete." The author will be asked to confirm that this action is intended. **A deleted presentation is gone and cannot be retrieved.**

About Published Presentations

Published presentations look very different from the schematics used in authoring. Pachyderm has built-in dynamics that add interest to the presentation without labor for the author. On some templates, moving the mouse over a title or phrase causes the phrase to enlarge and appear to move toward the viewer. Other features are accompanied by sound; for example, when viewing an image Media Label, a "click" accompanies opening the Media Label box, and a "whoosh" accompanies closing it. The Phone Dial template plays a different note for each thumbnail on the dial. All screens are set against the Pachyderm background.

When a published presentation is being loaded for viewing, an arrow appears in a circle in the middle of the screen and gives the progress as each screen loads. This will also appear when moving from one screen to another in the presentation. A number of other icons appear on various screens to give the viewer guidance on further actions available.

Many more modifications to a published presentation can be made in version 2.1. without the use of the Flash authoring environment or Flash skills. This is because most of a published presentation's content is now stored as standard image/media files and xml text files. This means that changes to the presentation can be made by simply replacing media files, or by using standard graphics/media programs or a simple text editor. Also, many attributes of the look-and-feel of a presentation can be altered by simply replacing images in the presentation's icons folder, or by editing the root_border.xml file. Modifications that can be made this way include:

- Changing the border color
- Adding an image, text, or a link to the border
- Assigning a global background image — replaces Pachyderm's default white background
- Swapping out link icons or media controller graphics
- Swapping out a presentation media file
- Editing presentation text, media transcripts, or caption files

Pachyderm Icons

Icon	Name	Indicates...
	Back	Goes back to the previous screen the user was on. Present on all screens except the first one; always in the upper right except on the Zoom template, where it appears in the lower right.
	Home	Returns the user to the home page of their presentation.
	Show Text	Show the text associated with Zoom or Series Zoom screen.
	Scroll Down Triangle	1. Indicates more text is present below; scrolls the text down. 2. Indicates Media Label text is present; pops open Media Label window.
	Scroll Both Triangles	Indicates more text is present above and below; scrolls the text up (top arrow) or down (bottom arrow).
	Scroll Up Triangle	Indicates more text is present above; scrolls the text up.

	Layers Triangles	Top: Active layer on Layers screen. Bottom: Inactive layer on Layers screen.
	General Screen Link	Indicates a link to another screen in the presentation.
	Enlargement	Indicates a link to an Enlargement screen.
	URL	Indicates a link to a Web URL
	Doc URL	Indicates link to a document on the web (.pdf, .doc, .xls, .ppt)
	Video	Indicates a link to a video file
	Video/audio Controls	Triangle toggles start/pause of clip, square stops it.
	Video Captions	Toggles On/Off display of closed captions for FLV video
	Transcript	Toggles On/Off display of transcript for FLV video or MP3 audio
	Zoom	Indicates a link to a Zoom screen.
	Zoom	Controls a zoom image; blue circle may be dragged along the line, or user may click anywhere on the line with the mouse to pop the circle to that point.

Navigating Pachyderm

When viewing a presentation, the viewer can move back to the previous screen by clicking on the back arrow in the upper right, above the presentation area. (In the Zoom Template, it is in the lower right.) Forward movement to another screen occurs by clicking on the appropriate link. The Layers and Series screens allow movement within the screen from one "page" to another by clicking on page titles (Layers) or arrows under the image (Series).

Pachyderm now has Home button in the upper right corner of the screen which appears whenever the user navigates off of the home screen of a presentation. The Home button returns the user to the home screen regardless of where they are in the presentation. Even though this easy return to Home is available, authors should carefully consider how long a string of screens they want to link together. Multiple short strings will be more friendly to navigate for the average viewer than a few long strings requiring repeated "rewinding."

Creating a .Zip Archive

A .zip archive is automatically created when a presentation is published. It may be downloaded by clicking the link provided on the publish status screen once publishing is complete.

Putting Presentations on a Website

Authors who have their own websites may easily place completed presentations in their own web spaces. After downloading the .zip archive and unzipping it, simply place the files in their own directory on a web server. The home page is already named index.html, so pointing a web browser at the directory should bring up the opening screen of the presentation.

- The .zip archive represents a single, published snapshot of the presentation. To make changes to a presentation, the author will need to return to Pachyderm, republish, download a new .zip archive, and upload the entire contents of the archive into his or her web space again.

Accessibility Compliance

A number of features have been added to Pachyderm 2.1 to support 508 accessibility compliance for published presentations.

Accessibility Buttons have been added to the border area for all of the original Pachyderm templates. The buttons support the following accessibility features:

	Info	Provides a description to the screen reader of the structure of the template content.
	Audio	Toggles interface sounds off or on.
	Contrast	toggles screen contrast from normal to high contrast. Turns titles and semi-transparent overlays to solid black and white to increase contrast for the sight impaired.
	Font Size	Toggles font size from normal to large for sight impaired.
	Help	provides help information for using Pachyderm presentations, including accessibility functions.

Closed Caption Support (

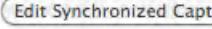
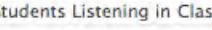
Support for Flash video (FLV) has been built into the media player in version 2.1. Flash videos that have an uploaded caption data file will display a CC button that turns the closed captions on and off. The .dxtp standard is used for synchronized closed caption data. Information about how to generate appropriate caption data files can be found PachyForge website at: [http://elixr.merlot.org/creating stories/](http://elixr.merlot.org/creating_stories/).

Transcript Support (

A transcript can also be uploaded for a piece of media (audio or video). The media player will display a transcript button if a transcript is available for a media asset.

Entering/Uploading Accessibility Information

Accessibility metadata (transcripts, caption data files, alt text, etc.) can be entered or uploaded into Pachyderm 2.1 for each media asset (see illustration below). This is most commonly done while making final edits to a presentation, and is accomplished using the Edit Media Metadata link in the screen editor. Each piece of media in the presentation has an Edit Media Metadata link, and it can be used to add alt text, long description text, a transcript, a caption data file, or a Media Label to an asset. Adding accessibility metadata can also be done when uploading media into Pachyderm, or when using the Media search function by clicking on the Edit Media link in the search results.

	<p>Entering accessibility data for media when editing a template.</p>	<p>Each piece of media in a template has a Edit Media Metadata button. Clicking it give you access to enter Accessibility information (metadata)</p>
<p>Accessibility:</p> <p>Synchronized Caption:</p> <p>(For Flash Video Files (.flv) only)</p> <p> </p> <p>Transcript for Audio / Video:</p> <p> </p>	<p>Entering closed captions and transcripts for FLV video or MP3 audio.</p>	<p>In the Edit Media Metadata Screen, Click on the Upload/Edit Caption or Transcript buttons to enter or upload caption or transcript data.</p> <p>Media with captions or transcript data show the CC or Transcript Icon.</p>
<p>Accessibility:</p> <p>Alternative Text: read by screen readers in place of images; text should be short. </p> <p>Long Description: read by screen readers to explain images in greater detail. </p>	<p>Adding Alt Text or Long Description text to an image.</p>	<p>In the Edit Media Metadata screen of an image file, fields are present for entering Alt Text or a Long Description for accessibility compliance.</p>

Screen Reader Support

Support for screen reader functions is available in the standard Pachyderm templates. This includes appropriate read order of screen elements, access to alternate text and long descriptions for media, and keyboard navigation and control of screen functions. Testing and debugging of read order for screen readers and keyboard navigation is still in progress.

Guide for Flash Video (FLV) Conversion

The following information for converting digital video files to Flash Video format (FLV) is provided so that users can take advantage of the Flash Video playback capabilities of Pachyderm 2.1. If you have existing videos in .mov or other formats, or cannot generate flv files from the application you use to edit videos, you can use the tools below to convert your files to FLV format.

Windows Users

There is a free application on Windows called *Super*, which will convert most video file types to Flash 7 format. If you want your videos in Flash 8 format, which is higher quality, we recommend you purchase Flix Standard for \$39. If you want to view a quality comparison between Flash 7 and Flash 8 compression, click on the link below.

Mac Users

Flix Standard, the application recommended above for converting to Flash 8 on Windows, is also available for Mac for \$39. If you want to view a quality comparison between Flash 7 and Flash 8 compression, click on the link below.

http://130.157.145.22:8081/pachyderm_2_1/presentations/FLVcomparisonsorenvp679/?wosid=RRaaOev7rOEKfUVZ4nQXrM

Recommended Compression Settings for Flash Videos

Below are recommended compression settings for creating Flash videos for Pachyderm 2.1 with tools like the ones mentioned above.

Frame size: 320 x 240, or 400 x 300 for Enlargement an Media Focus templates

Frame rate: 15 fps

Video bitrate: 230 or 330

Audio bitrate: 64

More detailed information on Flash video settings can be found at

http://www.adobe.com/devnet/flash/articles/flv_encoding_02.html

Known Problems in Pachyderm 2.1

- Leaving the main media or text slots blank in some templates can prevent the screen from loading on preview or viewing the published presentation. Workaround: fill in the blank elements.
- Accessibility: Tab order for keyboard navigation and screen reader order still need adjustments.
- The Expand/Collapse function in the authoring environment does not maintain its state when the browser window is refreshed.
- Aspects, Layers and Commentary templates: require a thumbnail or secondary image be present in order to play linked video.
- Series template: item labels are not effected by the accessibility contrast settings.
- Aspects template: Use of long, multi-line thumbnail image captions will make page display improperly.
- Dual Comparison template: images will disappear if a user clicks back and forth on them and they are not linked to any content.
- The Media Edit screen has minor display problems on IE6.
- Previewing flv files in the media manager sometimes downloads the file.

2.1 Features/Functionality Not Yet Implemented in Pachyderm 2.1

- Dynamic information in the screen info (i) and the help (?) screens
- Setting the text field on the Series Zoom to "show" or "hide" as the default
- Full Screen media playback template
- Timeline/Multi-compare and SWF player templates